NES - 4Z - USA

THE BLUES BROTHERS™

TITUS

INSTRUCTION MANUAL

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FOR PLAY ON THE

Nintendo
ENTERTAINMENT
SYSTEM®

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THANK YOU

Thank you... for purchasing **The Blues Brothers by TITUS** for your Nintendo Entertainment System®

For maximum enjoyment, and to ensure proper handling of your new game please read this instruction booklet before starting.
In doing so, you will be able to play the game better and enjoy it even more.
Save the booklet for future reference.

PRECAUTIONS

- *Be sure to turn the power off before inserting the game pak or removing it from the unit.*
- *This is a high precision game. Do not store it in an area subject to extreme hot or cold temperatures. Never drop it, bump it or attempt to take it apart.*
- *Avoid touching the connectors, do not get them wet or dirty. Doing so may damage the unit and the game.*
- *Do not clean with benzene, paint thinner, alcohol or other such solvents*

ADVISORY - READ BEFORE USING YOUR NES.

A very small portion of the population may experience epileptic seizures when viewing certain kinds of flashing lights or patterns that are present in our daily environment. These persons may experience seizures while watching some kinds of television pictures or playing certain video games. Players who have not had any previous seizures may nonetheless have an undetected epileptic condition. We suggest that you consult your physician if you have an epileptic condition or if you experience any of the following symptoms while playing video games: altered vision, muscle twitching, other involuntary movements, loss of awareness of your surroundings, mental confusion and/or convulsion.

THE ORIGINAL
BLUES
BROTHERS
BAND

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BACK IN TOWN

Jake and Elwood Blues are back in town to put on the greatest rock'n'roll show ever seen. However Sheriff McGraw hasn't forgotten the chaos created the last time these two boys passed through town. To prevent the Blues Brothers from getting to the stage on time, the Sheriff has sabotaged all routes of access. Jake and Elwood have to find *their own way* to the stage.

Despite the Sheriff's efforts, Jake and Elwood are pretty sure they remember the way, or at least the general direction. To avoid being detected, they pass quickly through the shopping mall and then sneak into the back of a warehouse. Unfortunately, Jake and Elwood make a wrong turn and wind up in prison. However, through their clever maneuvering, they manage to escape. The Blues Brothers continue on, sneaking through the sewers and finally reaching the concert hall by passing through an abandoned building site.

Jake gave a little smile. «Watch out!» he shouted. «The Blues Brothers are back and you'd better be ready»

HOW TO PLAY

TO START THE BLUES BROTHERS:

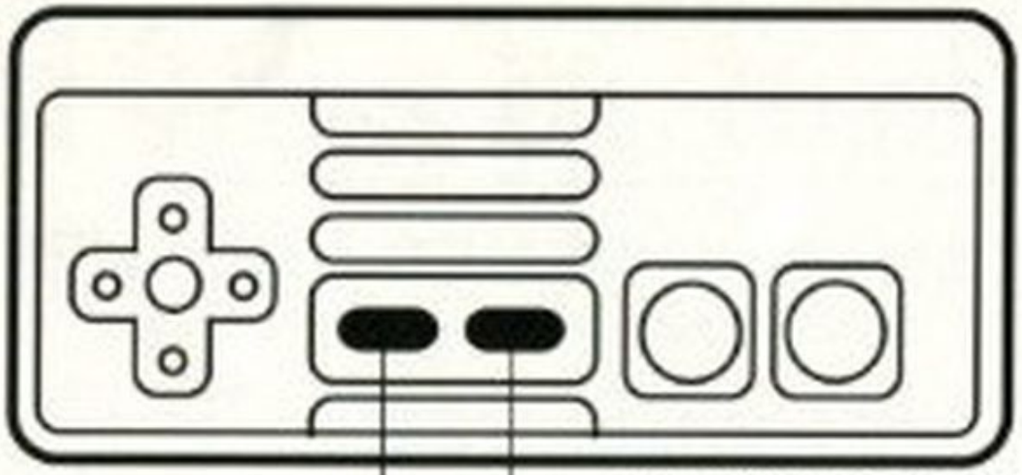
Make sure your Nintendo Entertaiment system is off, then put your Blues Brothers Game Pak in the system.

Make sure that the first controller is plugged into socket 1 and the second controller into socket 2 (If playing 2 players).

Press the power button on the front of the system. The license and copyright screen will appear.

Press the start button on controller 1 to access the title and selection screen.

Now get ready to play the Blues !!



OBJECT OF THE GAME

You must help Jake and Elwood find their way out of each level.
Note: In order to move on to the next level, you MUST reach the EXIT of the level you're playing.

CHOOSE YOUR PLAYER

Immediately after the copyright page, you will come to the Title/Character Choice page.

To select Jake or Elwood (or both if you want two players) press the SELECT button until the characters stand up.
Once you've made your choice, press the START button.
You will then move on to the CHAPTER 1 screen.

INDICATORS

THE LIFE / ENERGY INDICATORS:

Fig. 1

INITIALS: (J) for Jake or (E) for Elwood: shows the character you have selected (Fig. 1).

Fig. 2

LIVES: the number of hearts on the left corner of the screen, corresponds to the number of lives you have left (Fig. 2).

Fig. 3

ENERGY BUBBLES: the number of bubbles on the screen represents your energy (Fig. 3).
You start with 3 and you can gather up to 5.
You lose a bubble if you collide with an enemy or when you touch a spike. A heart is deducted if you lose all your bubbles.

The indicators for 2 and 3 switch from one to the other every second.

THE COMMANDS

MOVEMENTS

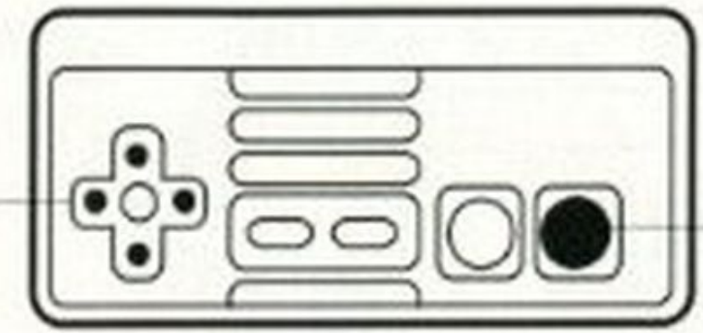
Jake and Elwood move in the direction of the control pad.

Fig. 1

To squat down, move the control pad towards the bottom (Fig.1).
You can also crawl by holding the control pad towards the bottom and pushing in either direction (left or right) (Fig.2).

Fig. 2

To jump vertically, press button A.
To jump over a hole or an obstacle, press button A and press left or right.



Note: The longer you hold button A, the higher your character will go.

Fig. 3

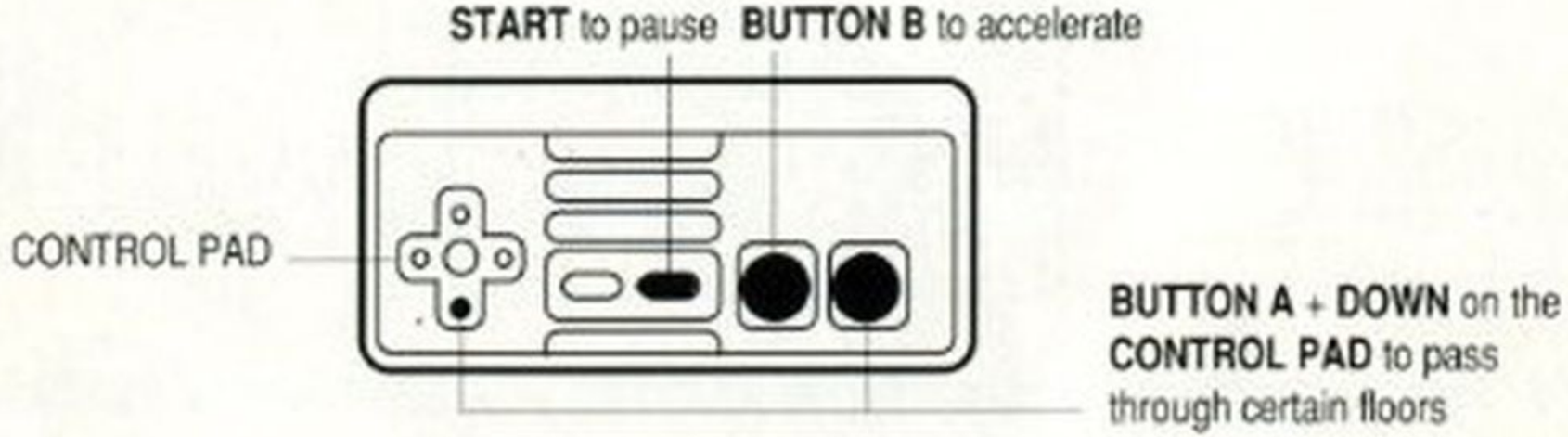
To climb up or down a ladder:
Position your character in front of the ladder and move the control pad towards the top or bottom to make him climb up or down (Fig.3).

Note: if the ladder is raised, jump, and the character will catch on himself.

It's possible to pass through certain floors. To do so, push button A + Down on the control pad.

To pause, press start during the game.

You can accelerate most movements by keeping button B pressed.



ADVANCED TRICKS

In order to progress, you must eliminate the adversaries you encounter.

You can arm yourself with eggs, which are laid by birds and spiders in the game. Kick these eggs in the direction of your enemies. They will be eliminated on contact.

You can accelerate your movements by jumping on a dog or snake, but you must ensure that you land on the animal's back. When riding an animal, you can control its direction by pressing left or right on the control pad. To quit, just press button A.

In two player mode, the game screen follows one player only. If the two heroes are not in the same place, one could be in a very dangerous situation. To switch the main hero from one to the other, press Select.

BONUS

NOTES:
Increase your energy level by one unit.

HEARTS:
Add an extra life.

ACCESSORIES

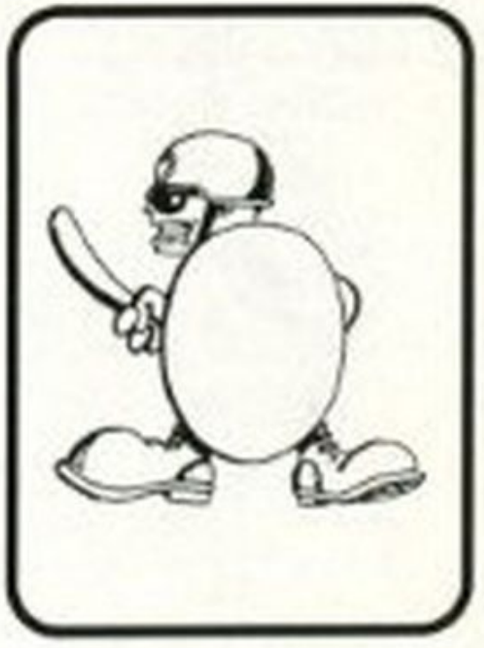
SPRINGS :
They can push you upwards or you can use them to jump and hop.

YOUR ENEMIES

MAD DOG
Is in love with your pants

LONG TEETH
Has not eaten anything for an entire century

EVIL COP
Hates all kinds of music



"QUIET RIOT"
Never thinks during his working hours

PSYCHO-SPIDER
Always lays her eggs when frightened

BOUNCING BLOB
A bouncing sewer monster

SSSNAKE
With very sharp fangs!

BATTLING BLOB
Weapon launcher

HYPOSHARK
A crafty underwater enemy with big teeth !

FLYING BOMBER
Beware of deadly eggs!

CHAPTERS

CHAPTER 1 : STAIRWAY TO HEAVEN

Can you swim through a department store or unmask a goggled shark? Swooping birds force Jake and Elwood into treacherous elevators and steep stairways as they battle their way up to the heavens.

CHAPTER 2: WEAR-HOUSE

Launching into a giant deep freeze, the Blues Brothers forge ahead, despite continuous bombardments of eggs. You will be the victim of mad hounds and ferocious frozen peas determined to package you in at the warehouse.

CHAPTER 3: JAILHOUSE ROCK

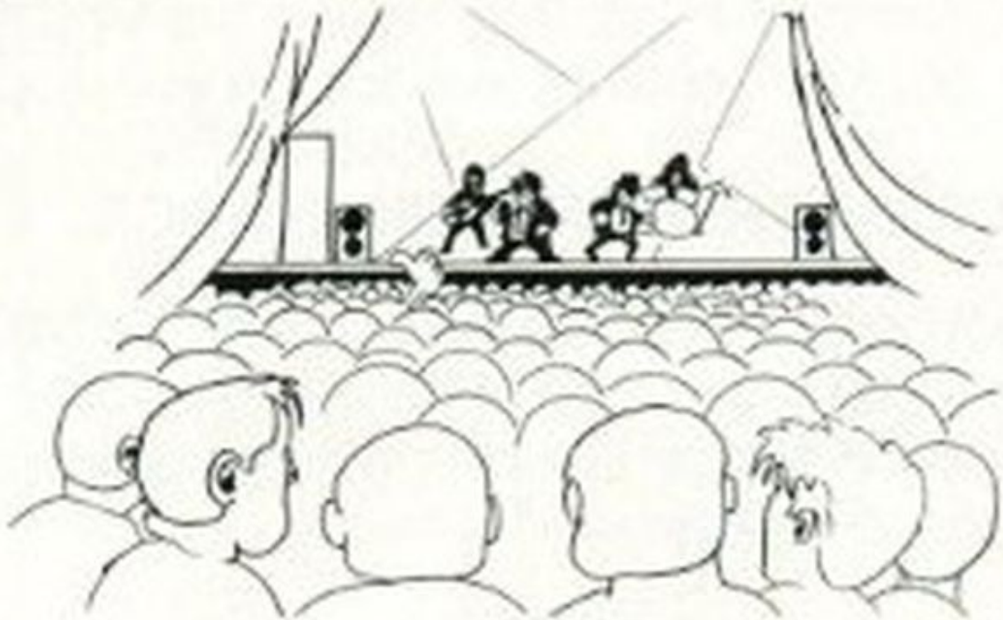
Jake and Elwood fight on to defeat the jailhouse blues. Will they overcome the crazy guard dogs snapping at their heels and avoid the poisonous giant spiders? Help your heroes dodge the armored riot police and escape from this maximum security penitentiary.

CHAPTER 4: UNDERWORLD

The Blues Brothers become water-babes and rock on, battling against the hordes of sharks and spiders. Singing *See You Later Alligator*, they skip over the leering heads of sewer crocodiles and hop past the continuous onslaughts of the Bouncing and Battling Blobs.

CHAPTER 5: DEMOLITION EXPERTS

An explosive finale! Birds bombard, cops charge, snakes swoop and crocodiles snap to get you and your only refuge is the trap-elevators, bringing you higher and higher above the city.



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COMPLIANCE WITH FCC REGULATIONS

This equipment generates and uses radio frequency energy and if not installed and used properly, that is, in strict accordance with the manufacturer's instructions, may cause interference to radio and television reception. It has been type tested and found to comply with the limits for a Class B computing device in accordance with the specifications in Subject J of PART 15 of FCC Rules, which are designed to provide reasonable protection against such interference in a residential installation. However, there is no guarantee that interference will not occur in a particular instalation. If this equipement does not cause interference to radio or television reception, which can be determined by turning the equipment, on and off, the user is encouraged to try to correct the interference by one or more of the following measures.

- Reorient the receiving antenna
- Relocate the NES with respect to receiver
- Move the NES away from the receiver
- Plug the NES into a different outlet so that computer and receiver are on different circuits.

If necessary, the user should consult the dealer or experienced radio/television technician for additional suggestions. The user may find the following booklet prepared by the Federal Communications Commission helpful: How to Identify and Resolve Radio-TV Interference Problems. This booklet is available from the U.S. Government Printing Office, Washington, D.C. 20402.

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